

KONAMI

KONAMI (CONTINENTAL) LIMITED,
Television House, 209 Field End Road,
Eastcote, Ruislip, Middlesex, HA4 9LS, England
Tel: (081)-429 2446. Tlx: 883978 Konami G Fax: (081)-429 2069.

VIDEO GAME

VENDETTA

© KONAMI 1991



You gotta take on the Dead-End Gang to rescue Kute Kate!
"The slime balls of the Dead-End Gang have captured Kute Kate. You gotta battle your way through the crime-ridden streets with your bare hands to rescue her."

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This product is marketed in NZ under an exclusive distribution licence held by Coin cascade Ltd



Auckland/Northland: Maarten Boogert Ph/Fax (09) 524-5773 AH (09) 524-2639
Central N/I: Robert Briggs Ph(073) 463-783 Fax (073) 463-784
Lower N/I: Mike De Ruyter Ph (04) 699-107 Fax (04) 699-107
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

Crossed Swords slices up the competition!
In medieval times, lives were saved or destroyed by the sword. In this 1 or 2 player interactive game, sword and shield wielding strategy is a must. The player must possess very strong offensive and defensive skills to overtake the palace and save the princess. Crossed Swords is a challenge for players of all levels.

NEO.GEO PRESENTS

Imagine...
Baseball in the year 2020.
Armored players so powerful that they can hit or throw the ball with enough force to cause death. Foul balls hit so powerfully that spectators must sit below heavy transparent shields. Finally, a game powerful enough to resolve future national and international conflicts.

Super Baseball 2020

TIME OUT

BUSTER **SEGA** **KING**

D.D. CREW

ITS SIMPLE OPERATION ENABLES ANYONE TO PLAY

GOOD AND BAD GUYS MIX TOGETHER IN NONSTOP FIGHTING!
The many combatants who engage in one encounter after another and the easy-to-understand story line in which you down the Boss of the evil terrorist syndicate who plants the bombs, enables you to enter the game world and quickly assume the hero's role.

EXCELLENT CHARACTERS REPRODUCTION OF REALISTIC & SMOOTH ACTION!
Attacks such as punches and kicks represent authentic and smooth action. Each participant has a colourful offensive style, a feature which is sure to enhance the player's enjoyment.

THE GAME CAN ALSO BE INCORPORATED IN THE "NEW CABINET", THUS PERMITTING 4 PERSONS TO SIMULTANEOUSLY PLAY AND INCREASING YOUR EARNINGS EVEN FURTHER

F.F.

The software allows 4 people to compete at the same time. By installing it in a cabinet suitable for 4 players. Both players and their opponents mix together and battle against each other, thereby creating a more interesting fighting atmosphere. THE D.D. CREW as the nucleus of the perennial favourite battle action games, is sure to have the effect of attracting more customers to a wide spectrum of locations, from the middle and large scale amusement centres to various entertainment facilities.

GUNG HO



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NEW units now available back in stock

CLASSIFIEDS

SELL

SCI (Special Criminal Investigation)
\$3900

Smash TV (USA import - as new)
\$3500

Streetfighter deluxe (26" - USA
import) \$2900

Championship Sprint (Chaston -
26") \$2400

Park Adventure (Gauntlet - type -
import) \$1500

Call: (09) 623-0994

PINBALL SELL

Cyclone (Williams) \$2500
Banzi Run (Williams) \$2500

Call: (0357 865576)

SELL

Mechanised attack \$2100

Star Wars \$700

Xevious \$700

Spyhunter \$400

Road blaster \$1500

Call: (09) 623-0994

SELL

PCBs - load Runner \$150

Pheonix \$100

Rock & Rope \$120

Defender \$100

Elevator Action \$120

Tazmania \$120

Juno 1st \$150

Scramble \$100

Sector zone \$120

Call: (0553 49059)



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INTERNATIONAL CHARTS

UK

DEDICATED GAMES

- 1 Virtuality (W Industries)
- 2 Mad Dog McCree (Atari)
- 3 Final Lap 2 (Namco)
- 4 Steel Gunner (Namco)
- 5 Simpsons sit-down (Konami)

Video PCBs

- 1 Street Fighter 2 (Capcom)
- 2 Football champ (Taito)
- 3 Raiden (TAD)
- 4 All Stars (Technos)
- 5 Super Pang (Mitchell)

PINBALL

- 1 The Machine (Williams)
- 2 Gilligans Island (Bally)
- 3 Turtles (Data East)
- 4 Check Point (Data East)
- 5 Fun House (Williams)

HONG KONG

Top Ten PCBs

- 1 DD Crew (Sega)
- 2 Karate Blazer (V.System)
- 3 Mutant Fighter (Data East)
- 4 Vendetta (Konami)
- 5 Street Fighter II (Capcom)
- 6 Turbo Force (V.System)
- 7 Arcobat Mission (Taito)
- 8 Cycle Warriors (Tatsumi)
- 9 Gulf Storm (Doo Young)
- 10 Vimana (Toaplan)

Top Five Dedicated

- 1 Hard Drivin (Atari)
- 2 Big Run (Jaleco)
- 3 Cisco Heat (Jaleco)
- 4 Lazer Ghost (Sega)
- 5 Beast Buster (SNK)

USA

DEDICATED GAMES

- 1 Road Roit (Atari)
- 2 Race Drivin (Atari)
- 3 Final Lap 2 (Namco)
- 4 Steel Gunner (Namco)
- 5 Four Trax (Atari)

CONVERSION GAMES

- 1 Street Fighter (Capcom)
- 2 Clutch Hitter (Sega)
- 3 Burning Fight (SNK)
- 4 Sengoku (SNK)
- 5 Final Fight (Capcom)
- 6 King of the Monsters (SNK)
- 7 Raiden (Fabtek)
- 8 Blues Journey (SNK)
- 9 Off Road Trak Pak (Leland)
- 10 Carrier Air Wing (Capcom)

PINBALLS

- 1 Terminator 2 (Williams)
- 2 Fun House (Williams)
- 3 The Machine (Williams)
- 4 Gilligans Island (Midway)
- 5 Checkpoint (Data East)

GERMANY

DEDICATED GAMES

- 1 Race Drivin (Atari)
- 2 Mad Dog McCree (Atari)
- 3 Rad Mobile (Sega)
- 4 GP Rider (Sega)
- 5 G-Loc (Sega)

CONVERSION GAMES

- 1 Street Fighter II (Capcom)
- 2 Gun Force (Irem)
- 3 Strike Force (Bally)
- 4 Trog II (Bally)
- 5 Football Champ (Taito)

PINBALL

- 1 Harley-Davidson (Bally)
- 2 The Machine (Williams)
- 3 Bugs Bunny (Bally)
- 4 Back to the future (Data East)
- 5 Fun House (Williams)

JAPAN

CONVERSION GAMES

- 1 Street Fighter (Capcom)
- 2 Mutant Fighter (Data East)
- 3 Quiz Quest (Taito)
- 4 Quiz School Paradise (NMK)
- 5 Clutch Hitter (Sega)

DEDICATED GAMES

- 1 Drivers Eye (Namco)
- 2 Final Lap 2 (Deluxe)(Namco)
- 3 Rad Rally (Sega)
- 4 Final Lap 2 (Standard)(Namco)
- 5 Vendetta (Konami)

AUSTRALIA

DEDICATED GAMES

- 1 Final Lap 2 (Namco)
- 2 Rad Mobile (Sega)
- 3 Four Trax (Namco)
- 4 The Simpsons (Konami)
- 5 Ghost Town (Bromley)
- 6 Space Gun (Taito)
- 7 Hard Drivin (Atari)
- 8 GP Rider (Sega)
- 9 Lazer Ghost (Sega)
- 10 Winning Run (Namco)

CONVERSION GAMES

- 1 Street Fighter II (Capcom)
- 2 Vendetta (Konami)
- 3 Crossed Swords (SNK)
- 4 Three Wonders (Capcom)
- 5 Burning Fight (SNK)
- 6 DD Crew (Sega)
- 7 Legend of Success Joe (SNK)
- 8 Thunder Cross II (Konami)
- 9 High Impact Football (Williams)
- 10 Alpha Mission 2 (SNK)

PINBALLS

- 1 Terminator 2 (Williams)
- 2 Gilligans Island (Bally)
- 3 The Machine (Williams)
- 4 Fun House (Williams)
- 5 Harley Davidson (Bally)
- 6 Dr Dude (Bally)
- 7 Bugs Bunny (Bally)
- 8 Riverboat Gambler (Williams)
- 9 Whirlwind (Williams)
- 10 Earth Shaker (Williams)



STRATO FIGHTER

In 2135AD, the Earth forces are attacked by a crafty and tenacious enemy. Two ultra high-tech "Aero Tactic Fighters" are dispatched across the galaxy into the heart of enemy territory to conquer the aggressive foe. You are chosen to successfully complete the mission.

ARE YOU READY?

Soar to new heights with this fast action cross-universe battle. The "Aero Tactic Fighter" enters a new dimension with homing missiles, vertical shooting, instant turns, guard weapons and the ION-L. Excite your senses with Strato Fighter!

HORIZONTAL

STANDARD JAMMA

CONTINUATION FEATURE

1 OR 2 PLAYER INTERACTIVE

6 STANDARD LEVELS &
6 PRO LEVELS

UNIQUE WEAPON
& SPEED-UP
FEATURES

STANDARD
BEFFU
KIT



IN
STOCK
NOW!!!

THIS ONE LOOKS
LIKE ANOTHER
"RAIDEN"

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SELL POOL TABLES	SELL
8' x 4' Slate 20c, 50c or 70c operation \$1850 each Call: (09) 623-0994	Devistators \$500 Hatris \$300 Double Dragon \$200 Double Dragon II \$800 Gun Frontier \$1100 Gun Dealer \$800 Heavy Barrell \$500 Smash TV \$1000 Snow Bros \$650 Willow \$900 WWF \$300 Call: Your local agent (1)
COIN CUPS	
-inexpensive plastic cups for giving / receiving change - 10c cup (hold \$2 in 10c coins) 35c each - 20c cup (holds \$5 in 20c coins) 40c each Call: Your local agent (4)	
FINAL LAP	
- fully imported 26" new screens - double links driver - AVE mechs - \$15000 + GST Call: Your local agent (1)	
TAITO (NZ) Cabinets	
- 20" units - double coin mech - \$750 + GST each Call: Your local agent (4)	
	SELL
	Operation Wolf - red, AVE mech \$1500 Gaming machines \$1500 2 years old JPM Chaston 500 wide cabinets \$1200 - Steer door, AVE mech Call: Your local agent (1)



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by a person as a means of drawing a lottery or for picking numbers in a game of housie.

- C. The Act contains essentially the same provisions relating to the creation of an "instant game" as has already been referred to you in an earlier opinion on the Gaming and Lotteries Amendment Bill which became available in draft form some months ago. There are some changes however, the most important of which is the addition of a new Sub-Section 4 to Section 2 of the principal Act which states that "for the purposes of Section 33 an instant game, other than an instant game that involves the use of a gaming machine, is deemed to be a lottery". This expressly prohibits a lottery to be conducted by way of a gaming machine. In all other respects our advice to you in relation to the Bill still applies so that a lottery can still be conducted under Section 33 of the Act provided it does not involve the use of a gaming machine.
- D. The Finance Act tightens the exception to a game of chance whereby a game of chance is not illegal if it is authorised by the Minister.
- E. There is a new clause stating that every licence granted by the Minister under Section 8 of the Act (authorising a Society) is deemed to be issued for a period expiring on 30th September 1991 so that each licence must be subject to a further application under Section 8.
- F. The meaning of "illegal prize competition" is expanded to include a "prize competition" that is conducted wholly or partly by means of a gaming machine. Previously the definition of "illegal prize competitions" did not realistically apply to the systems that were operated.
- G. Similarly the definition of an illegal lottery is also expanded by including a lottery conducted wholly or partly by means of a gaming machine.

We trust that this summary is sufficient for your present purposes. Effectively the recent High Court decision and the legislation has now completely prevented the use of a gaming machine for the purpose of conducting a "prize competition" or a lottery.

yours faithfully,
GEDDES & MACIASZEK

Per:

P.C. MACIASZEK

PCM/KMcB

COMMENTS

PAYOUT MACHINES

The Finance Bill # 2 - amendments to the Gaming and Lotteries Act has redefined "Games of Chance" and "Prize Competitions".

These new definitions are comprehensive and effectively take away all doubt - if it pays out more than 20c - it is illegal.

If it pays out tokens - it is illegal.

Two local cases were also decided in the same week and both cases were in favour of the dept of internal affairs. Gaming on street locations must now be considered as no longer a grey area. They are illegal units and should be removed. Full legal opinion pages 26, 27, 28.

NEW ZEALAND ASSOCIATION

- A.G.M.: Saturday 21st September 1991 (2pm Start)

- Membership fees and donation now due.

- Letter of reply to the Associations G.S.T. lobby is reprinted on page 13. While this is not the answer the society would have liked it as a positive step forward and a vast improvement on doing nothing.

- The Association will not let the matter end here and should get the support of all operators.

WELLINGTON

- Snow on the hills for the first time in many years.

- New arcades opening again in Wellington.

- LAJU video arcade - operated by John Situ.

- Initially this will be equipped with 70 x 28" cabinets and games.

AUCKLAND

Concerned Auckland operators recently held a meeting to discuss the continued problem of new pcbs and even whole machines being stolen from location (one complete street fighter 2 was recently stolen) Operators agreed to a number of remedies which included bringing in outside professional help. Operator being offered any "great deals" should be aware of this problem and check for the serial number on the P.C.B.

AUGUST SCHOOL HOLIDAYS

Operators can look to a much needed increase in income over this period. Dispite the fact that most areas are reporting considerable drops in income remember:

We sell good value, low cost entertainment and it nothing else sells in this present enviroment - GOOD VALUE DOES.

NEW PCB's NOW IN STOCK

Street Fighter II (Capcom - Jamma)

Still the market leader

- Limited new original pcbs \$2300

Vendetta (Konami, four player, Jamma)

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

- the only game to outearn streetfighter II
- excellent graphics \$2100

Karate Blazers (Jamma, Interactive)

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

- Karate fighting at its best \$2080

Attaxx (Two player, Interactive, Jamma)

- Top puzzle game
- Top earning unit on its location \$980

Vimana (Two player, Jamma)

- from the company that produced blood brothers and raiden
- nice little earner that is consistent \$1200

Gun Frontier (Two player, Jamma)

- space combat game
- out now for five months and still earning \$1000

Strato Fighter (Two player, Jamma)

- air combat at its best
- full details on page 4 \$880

Crossed Swords (Neo-Geo) cabinets only)

- medievil sword fighting \$760
(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

Burning Fight (Neo-Geo cabinets only)

- final fight type game \$760
(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

-2-

intended more than one contestant to play a "prize competition" at any one time.

- D. The definition of a game of chance contains as an integral component of the definition the requirement that it be played with a view to winning money or money's worth. The system in question met the definition of a game of chance because the tokens paid out were money's worth in that the tokens could be used to play the game again which therefore equaled the value of the 20¢ which would otherwise be payable to obtain a further token to play the game. The Court further held that the knowledge or skill component was not part of the game itself but a pre-condition to the receipt of a monetary prize. Therefore as the system was a game of chance rather than a "prize competition" (the two terms being mutually exclusive) it would also be an illegal game of chance as it was played by way of a gaming machine.
- E. The Court held that the unscrambling of the letters "IKIW" was a marginal application of knowledge or skill. He did not expressly determine the point but held that it was "a charitable view to say that it involved more than a scintilla of skill". He therefore clearly disapproves of the decision of Judge Holderness in the Dick prosecution against the New Zealand Lotteries Commission and favours the view of other District Court Judges which have commented on this skill factor.

In turning to the Finance (No. 2) Act we summarize the amendments as follows:

- A. The "prize competition" cases hinged on the definition of "game of chance" which expressly excluded from the definition a "prize competition" so that if a device was a "prize competition" it could not be a game of chance. The amendment now deletes from the definition of a game of chance the exclusion of a "prize competition" or lottery. In other words the two are now not mutually exclusive.
- B. The definition of a gaming machine is now widened. It was originally defined as a machine that was constructed or adapted for use in a game of chance. It is now a machine that is constructed or adapted for use in a game of chance, instant game, lottery or "prize competition". The amendment in fact expressly includes under paragraph (b) a machine used for the purpose of a game of chance, instant game, lottery or "prize competition" where the game, lottery or competition is played partly by means of the machine and partly by any other means thereby nullifying the "prize competition" system which has operated in the last few years. A gaming machine definition however does not apply to a machine used

cont.

GEDDES & MACIASZEK

BARRISTERS & SOLICITORS

Z. MACIASZEK, LL.B.
P. C. MACIASZEK, LL.B.

107 ARMAGH STREET (near Colombo Street) CHRISTCHURCH, N.Z.

P.O. BOX 13467 ARMAGH

TELEPHONE 661-681, FAX (03) 666-207

20th August 1991

The Directors,
Coin Cascade Ltd,
5 Vulcan Place,
CHRISTCHURCH.

Dear Sirs,

RE: HIGH COURT DECISION IN MACHIRUS CASE AND AMENDMENT TO
GAMING AND LOTTERIES ACT

You have asked us to comment on the changes now effected firstly by the decision of Mr Justic Tipping in the appeal by Internal Affairs against Machirus and Sheridan and secondly, in relation to the amendments to the Gaming and Lotteries Act 1977 by the Finance (No. 2) Act 1991.

We refer firstly to the judgment of Tipping J. The devices in question affectively involved a gaming machine to perform the chance aspects and the unscrambling of the letters "IKIW" as the the skill test. A copy of the judgment is enclosed for your reference. The judgment fully traverses virtually every aspect of the "prize competition" arguments in relation to the use of such machines and holds in favour of the Department in every respect. The Court considered all of the recent cases including those cases in the District Court in which conflicting decisions were given in respect of the same fact situation.

The Court held that the system did not constitute a "prize competition" and therefore was an illegal game of chance for the following reasons:

- A. The definition of a "prize competition" starts by defining it as "a scheme of competition" but the High Court has held that the system used was neither a scheme or competition as the scheme or competition must involve participation by two or more contestants. The Court also followed the decision of the High Court in the Aristocrat Gambling case which held that a "prize competition" cannot be played by way of a machine.
- B. The definition requires the result to be determined both by chance and skill. In this system the skill factor was not applied in the case of losses on a machine so that the skill factor, while capable of influencing a win, is not capable of influencing a loss which is determined solely by the machine.
- C. The definition and other Sections of the Act refer to plural contestants and in the circumstances the normal rule that the plural implies also the singular did not apply. The Court held that Parliament expressly

Cont.

Virtuality vanguard takes Trocadero by storm



The first Virtual Reality simulation centre was opened last Friday at the Funland Centre in London's Trocadero, heralding what could be a new era in arcade entertainment technology.

Family Leisure, whose Trocadero amusement arcade ranks as one of the most modern in the UK, has invested nearly 200,000 pounds in the simulation centre which it is hoped will become a model for a nationwide network which allows players in different towns to compete against each other.

The centre features four of W. Industries' Virtuality 1000SD units which have been modified to incorporate conventional driving controls. Dr John Waldern, Managing Director of W. Industries said: "We call the programmes that run on our Virtuality machines 'experiences' rather than 'games. Once you have been in one you'll understand why!"

The centre opened with an experience called Total Destruction which simulates a stock car race. Up to four drivers can take part at one time with the action displayed on large screens above the contestants. A custom software hardware combination displays not only the views from the contestants cars but highlights the best of the race action from

"camera" viewpoints around the track.

Funland's Alan Rawlinson commented: "Certainly the centre is at the forefront of entertainment technology and will provide players with the best game experience available in the world. We expect the centre to become a spectacle in itself uniquely providing entertainment for participants and spectators alike."

Mr Rawlinson said that negotiations were currently taking place with Mercury so that centres across the UK could be linked up.

The launch of the new Funland facility coincided with the unveiling of W. Industries' Virtuality 1000Cyber space System, which was launched at the Rock Garden in London's Covent Garden. The system allows players to do combat in a three-dimensional computer generated world. "Nightmare" was specially written by W. Industries for Zona Ltd., suppliers to the Rock Garden, to coincide with the launch of the machine.

ORIGINAL KORTEK

NEW ZEALANDS MOST POPULAR 20" & 26"

KTX - 2602S

Specifications

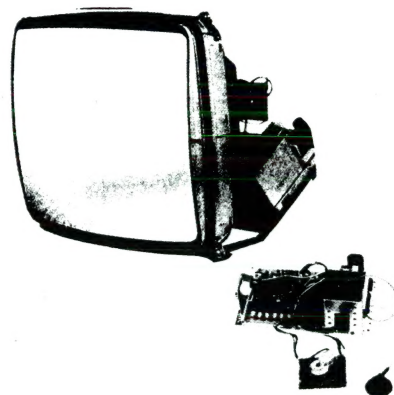
CRT	Seperate
RGB Video Signal Level	2.5v - 5v P-P Positive
Sync Signal Level	1.0v - 5v P-P
	H/V Composite or H/V Seperate
	Negative or Positive
Scanning Frequency	Horizontal 15.75KHz Vertical 60Hz
Video Bandwidth	10MHz
Resolution (centre)	
Input Connector	6 Pin Connector
Power Source	100VAC, 50/60 Hz
Power Consumption	85W



KTS - 2001S (20")

Specifications

CRT	20" 90° Deflection in-line Type
RGB Video Signal Level	2.5v - 5v P-P Positive
Sync Signal Level	1.0v - 5v P-P
	H/V Composite or H/V Seperate
	Negative or Positive
Scanning Frequency	Horizontal 15.75KHz Vertical 60Hz
Video Bandwidth	6MHz
Resolution (centre)	320 TV Line
Display Area	H-365mm V-274mm
Input Connector	6 Pin Connector
Power Source	100VAC, 50/60 Hz
Power Consumption	70W



Prices

NEW Stock arriving soon

	26"	20"
1-10 Units	\$850	\$475
10-20 Units	\$750	\$425
20 Plus	Ring	Ring

NB: All prices include Tube/Monitor/Transformer

NOTE: COMPARE PRICES ONLY WITH ORIGNAL KORTEK PRODUCTS

Rolling Thunder II	\$1400.00	Super Formular Kit	\$1100.00
Rod Land (Jaleco)	\$950.00	(Video System)(Dart Fox Type)	
Rolling Thunder	\$550.00	Superline	\$460.00
Rough Racer (Seca)	\$1120.00	Tecmo Knight	\$650.00
Royal Casino	\$400.00	Terra Cresta	\$300.00
R Type II (Irem)	\$580.00	The Hustler (Konami)	\$300.00
Rush and Crash	\$250.00	The Legend of Makai	\$380.00
Runark	\$1400.00	The Leg'd of Hero "Tonma"	\$650.00
Riddle of Pythagoras	\$250.00	(Irem)	
Rygar	\$400.00	Task Force Harrier	\$600.00
S.A.R	\$500.00	Tetris	\$700.00
Salamander	\$400.00	Three Wonders	\$2300.00
Secret Agent (S'SPY)	\$600.00	Thunder Cross	\$620.00
Shadow Dancer	\$800.00	Thunder Cross II	\$2200.00
Shinobi (Sega)	\$550.00	Thunder Fox	\$1100.00
Side Arms	\$250.00	Thunder Force	\$600.00
Silk Worms	\$450.00	Thunder and Lighting	\$750.00
Sky Smasher	\$900.00	Truxton	\$700.00
Sky Adventure (SNK)	\$650.00	Tiger Heli (Taito)	\$320.00
Sky Soldier (SNK)	\$600.00	Toki (Tad)	\$700.00
Sly Spy	\$680.00	Turbo Force	\$1850.00
Slap Fight	\$400.00	Twin Bee II	\$1050.00
Snow Bros. (TOA Plan)	\$560.00	Twin Eagle	\$680.00
Space Battleship	\$500.00	Twin Cobra (Tiger)(Taito)	\$450.00
Spartan X	\$250.00	Twin Hawk (For 2 players)	\$500.00
Spelunker	\$220.00	UAG	\$700.00
Splutter House (Namco)	\$900.00	Vandyke	\$650.00
SCI Kit (Includes steering etc)	\$3800.00	Vapour Trial (Deco)(Kuhca)	\$800.00
Shadow Dancer	\$870.00	Vigilante	\$450.00
Sky Smasher	\$1120.00	Violence Fight (Taito)	\$1200.00
STG	\$900.00	Volfied (Taito)	\$960.00
Strato Fighters	\$960.00	Vendetta	\$2200.00
Street Fighter II	\$2300.00	Vimana	\$1400.00
Spinal Breaker	\$600.00	U.S.Navy	\$1500.00
Street Fighter	\$900.00	Wardner (Taito)	\$280.00
Street Smart	\$750.00	Willow (Capcom)	\$1500.00
Super Contra	\$700.00	Wonder Boy	\$300.00
Super Pinball Action	\$750.00	World Cup '90 (Temco)	\$900.00
Super Space Invader	\$1350.00	Wrestle War (Sega)	\$600.00
Super Masters Golf	\$1100.00	X Multiply (Irem)	\$600.00
Super Pang	\$900.00	Yanchamaru	\$250.00
Superman	\$1150.00	Yoma Ninpocho	\$250.00
Surprise Attack	\$500.00	Zero Wing (TOA)	\$560.00
SRD	\$350.00	1941 (Capcom)	\$1500.00
Street Fighter (Capcom)	\$900.00	1942	\$350.00
Strike Gunner	\$850.00	1943 KAI (Capcom)	\$350.00

All PCB's come with loom and header mylar

Galaga 88	\$1100.00	Merces	\$1500.00
Gals Panic	\$1000.00	Monster Lair (Seca)	\$550.00
Gaplus	\$320.00	Moonwalker	\$750.00
Gang Wars (SNK)	\$700.00	Monster Land	\$400.00
Gemini Wing	\$400.00	Mustang	\$550.00
Ghost n Goblins	\$250.00	Nemo	\$1450.00
Ghouls n Ghosts	\$1400.00	New Zealand Story (Taito)	\$500.00
Gigandes (Micro Tech)	\$550.00	Ninja Gaiden NF	\$650.00
Golden Axe (Sega)	\$750.00	Ninja Kids	\$1700.00
Golden Poker	\$400.00	Ninja Spirit	\$550.00
Gradius III (Konami)	\$750.00	Ninja Turtles	\$1400.00
Growl	\$1320.00	Omega Fighter	\$390.00
Growl conversion Kit	\$900.00	Outzone	\$950.00
Gun Frontier	\$1320.00	Outrun Kit	\$4000.00
Gun Force	\$1200.00	Operation Thunderbolt kit	\$1850.00
Guerilla War (SNK)	\$350.00	P 47	\$500.00
(w/2Pcs Special Joystick)		Pipe Dream	\$550.00
Hammerin Harry	\$680.00	Pitfighter (3 player)	\$1450.00
Hard Puncher	\$900.00	PocketGall II	\$450.00
Hat Trick Hero	\$1910.00	Pang	\$600.00
Hatris	\$385.00	Packland	\$700.00
Halleys Comet	\$350.00	Pacmania (namco)	\$1200.00
Heavy Unit (Taito)	\$400.00	Passing shot	\$650.00
Hell Fire (Taito) (2 Players)	\$465.00	Perfect Billiards	\$350.00
Ikari (w/2Pcs Spec'l J'Stick)	\$400.00	Plotting (Flippul)(Taito)	\$300.00
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Karuki Z (Taito)	\$350.00	Prehistoric Island	\$580.00
Kageki (Taito)	\$350.00	Punk Shot	\$600.00
Karate Blazers	\$2080.00	Puznic (Taito)	\$450.00
Kengo	\$1000.00	Rad Mobile Kit	\$5200.00
Klax	\$480.00	Rally Bike	\$650.00
Last day	\$950.00	Raiden (Sribu)	\$1300.00
Legard of Kage	\$220.00	Rainbow Island	\$500.00
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STARRING THESE WWF SUPERSTARS

- ★ Hulk Hogan™
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- ★ Jake "The Snake" Roberts™ **NEW**
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- ★ Animal of the Legion of Doom™ **NEW**
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GAME FEATURES

- ★ Two modes of play: Tag Team Challenge & Battle Royal **NEW**
- ★ Each WWF Superstar is programmed with new and exciting trademarked holds and moves.
- ★ Larger, more animated graphics.
- ★ Up to four players at one time. **NEW**
- ★ Special wire cage match.
- ★ Buy-in and continuation feature.

GO WITH THIS PROVEN THEME — IT'S HOTTER THAN EVER!

For more information on WWF Wrestlefest, contact your local authorized American Technos distributor.

This product is marketed in NZ under an exclusive distribution licence held by Coin cascade Ltd



Auckland/Northland: Maarten Boogert Ph/Fax (09) 524-5773 AH (09) 524-2639
 Central N/I: Robert Briggs Ph(073) 463-783 Fax (073) 463-784
 Lower N/I: Mike De Ruyter Ph (04) 699-107 Fax (04) 699-107
 South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

COIN CASCADE CABINETS/PARTS

CONTROLS

Controls (Rotary type)		\$110.00
Controls (MCA) type	1 off	\$30.00
	10 off	\$28.00
	50 off	\$25.00

BUTTONS

Button (MCA) type	1 off	\$6.00
	10 off	\$5.50
Dummy buttons (plugs)	1 off	\$4.00
	10 off	\$3.00
MCA button micro switches		\$8.00

POWER SUPPLIES

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	10 off	\$80.00
-15 amp switch mode	1 off	\$70.00
	10 off	\$60.00
- subboard with leds		\$30.00

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NRI G13-1404		\$385
NRI G13-1002		\$295
NRI G13-0004		\$295
Universal Credit PCB		\$100
Credit Display Units		\$65

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anit strimming	10 off	\$45.00
-Pinball Type (S10)		\$50.00
mech return spring		\$4.00
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AVE coin mechs (20c/50c)		\$130.00
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Tube/Monitor/Transform 26"	1 off	\$850.00
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STANDARD OR 500m WIDE

* Available in different colours

Single Player complete		\$120.00
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Three Player complete (3button)		\$300.00
Four Player complete		\$445.00

Quantity / Indent discounts on All Parts

CONTROL PANELS/ METAL WORK

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Taito Japan		\$70.00
Three Player		\$90.00
Control Panel Clamps		\$ 8.50
Arch Rival Control Rubbers		\$20.00

CABINET GLASSES

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20" standard		\$40.00
26" standard		\$50.00
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(Metal single / Double mech.)		\$85.00
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Complete mini loom - 1 player		\$35.00
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Original Logic PCB Available EX Japan

Allow one - three weeks delivery

Prices may change due to New Zealand dollar variation

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Bonanza Brothers	\$860.00	Elevator Action	\$220.00
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Cabal	\$580.00	Eswat	\$650.00
Caliber 50 (seta)	\$760.00	Escape Kids	\$1000.00
Chelnov	\$380.00	Espial	\$400.00
Cadash	\$700.00	Exciting Hour	\$220.00
Castle of Dragon	\$450.00	F1 dream	\$400.00
Chase H.Q. Kit (Shift Lever/accel etc)	\$3500.00	Fighting Fantasy	\$450.00
Chemov	\$410.00	Fighting Hawk (Taito)	\$500.00
Cobra Command	\$450.00	Final Blow	\$1000.00
Columns II	\$968.00	Final Fight	\$1550.00
Crime Fighters	\$1200.00	Final Round	\$850.00
Chiki Chiki (6up/ m'twins)	\$1400.00	Finalizer	\$250.00
Chopper 1 (SNK)	\$350.00	Fire Battle (Taito)	\$200.00
Cabal	\$320.00	Fire Shark (Toa)	\$700.00
Choplifter	\$290.00	Flipper Jack	\$200.00
Champion wrestler	\$800.00	Flying Shark (Taito)	\$400.00
Combatribes	\$650.00	Formation Z	\$200.00
Cotton	\$1100.00	Free Kick	\$200.00
		Galaga	\$320.00



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(10 OR MORE UNITS)



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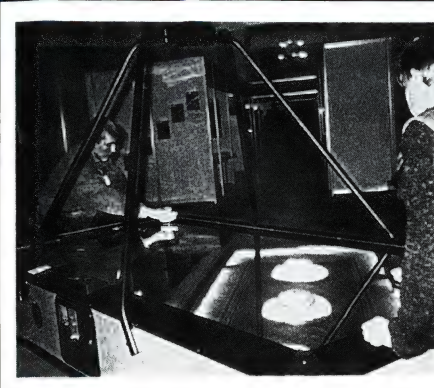
ONLY \$110.00

Converts to 2, 4 or 8 way. Special Features too numerous to mention other than to say most operators proclaim the MCA as the BEST, most Reliable and Professional Joystick on the Market. Manufactured by MULTICOIN and sold throughout the World. Available in 6 Colours



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OVERSEAS



EASTERN BLOC Air hockey popular

AIR hockey games are proving popular in eastern Europe with over 30 pieces already in Poland and a number in Russia, according to Stella (Germany) MD Bernd Donalies, who claims the game makes "fantastic" money in the east. Pool is also popular in eastern Germany, Czechoslovakia, Austria, Scandinavia and Russia, he said.

Mr Donalies believes that amusement-only games or those with limited payouts should be sited in eastern Europe, particularly until the laws are more clearly defined.

Card games and air hockey are also enjoying a boom in Hong Kong and South Africa.

GERMANY Wrong assumptions

THE results of recent studies into the influence of amusement arcades on young people revealed that it is quite wrong to assume that they are havens for social outcasts and a gambling hinterland.

The research, carried out by one of the larger German universities, revealed that preconceived ideas that frequent visits to amusement arcades could lead to loneliness and withdrawal from other social activities could not be substantiated.

The two-year study further showed that most young people look upon their visits to these arcades as

a meaningful part of their leisure time. Amusement arcades are seen as places where young adults have no problems in making contact with other people of their own age group.

A survey of 85 persons in amusement arcades indicated that these places are often meeting places for young people. The reason for this, as stated by the people questioned, is that many towns and cities do not offer any other leisure time amenities.

US Pinball success

HUNDREDS of enthusiasts participated in the First Annual World Championships of amusement flipper pinball organised by the AMOA and held at the O'Hare Hilton in Chicago.

Players took place from Canada, Scotland, Spain and the UK, making the Championship an international event. Official flipper pinball machines for the tournament were: Bally/Midway's Harley Davidson; Data East's Checkpoint; Premiers Hoops and Williams' Fun House.

JAPAN Namco, Data East link

IT has been announced that Namco has held a 25 per cent stake in Data East since 1988 and that, from June, 1991, Namco executive director Keiji Takagi will become Managing Director of Data East Corp., Tokyo

JAPAN Disney increase

NUMBERS of visitors to Tokyo Disneyland in the year ended March 1991 increased by 7.62 per cent to 15,876,000 as against 14,752,000 visitors in the previous 12 months.

Tokyo Disneyland visitors has increased in number each year from 11,975,000 in 1987.

Technical Topics

Instructions for fitting NRI G13-0004 Coin Mechanism into Pinballs

With Sunrise Credit P.C.B.

1. Remove coin mechanism nearest the hinge and file out coin entry on door to allow entry of \$1.00 and \$2.00 coins. Block off right hand coin entry and fit coinage label to left hand entry to indicate coins accepted.

2. Reprogram N.R.I. G13-0004 coin mechanism to normal mode by entering Coin Denomination (7) on N.R.I. COIN PROGRAMMER menu. Press 1 to insert new values of 00.05 for a base value and set all channels to 000.

Press 3 to enter new values into coin mechanism.

Fit N.R.I. coin mechanism into left hand entry mounting.

3. Modify SUNRISE CREDIT P.C.B. as shown in Fig.1.

Mount Credit P.C.B., with edge connector facing upwards, on the left hand side wall of the

pinball, approx. 25mm in from the corner and approx. 100mm up from the bottom.

Fit a 6V. coin counter and a service button in a convenient position on or near the coin door.

4. Locate a source of 12V.DC from the existing pinball power supply or if not available fit a suitable supply of 12V.DC (1Amp. minimum) and connect to credit P.C.B. Link pin 1 to pin 13 of edge connector and connect the service button to pin 3 and ground. Wire the coin meter to the edge connector as shown in Fig.2. If required the RESET OUT can be connected to a suitable point on the pinball C.P.U. circuitry.

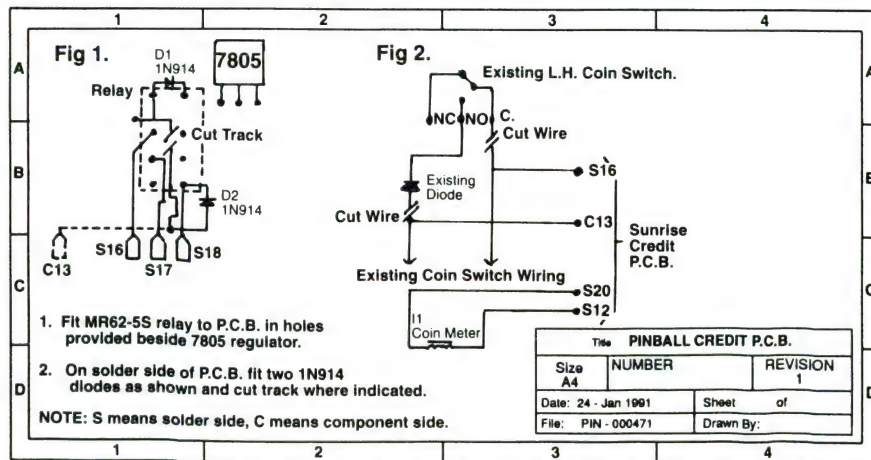
Connect the coin switch wiring as shown in Fig 2, ensuring the correct connection to the diode on the credit P.C.B.

as was on the existing coin switch.

Pins 2,4,5,6,7,8, on the solder side of credit P.C.B. are not used.

5. Set pinball coinage to 1 COIN - 1 PLAY ; eg. WILLIAMS late model units to U.S.A.1. Set the credit P.C.B. to the desired credits per play and insert coins to verify the settings.

6. If cumulative crediting is desired an extra set of contracts should be fitted to the existing start button and wired to pin 1 and ground of the credit P.C.B. The link between pins 1 and 13 would need to be removed.



NEWS - OPERATOR NEWS - OPERATOR NEWS - OPER

NEWS RELEASE

SNK PREVIEWS NEW GAMES

At a special preview held recently in Osaka, primarily for Japanese distributors of the Neo Geo product, SNK displayed their latest Neo Geo games.

Mr Eddie Cochrane, Director of Avel Pty Ltd was personally invited to attend the preview by SNK's President, Mr Kawasaki.

Several hundred Japanese distributors and operators attended the one day preview held at the Tokyu-Inn in downtown Osaka. The Japanese distributors were very keen to see the new software shortly to be released by SNK and they certainly were not disappointed.

Displayed on large 33" monitors were SNK's "Crossed Swords" and "Legend of Success Joe".

"Crossed Swords" is a knights fighting with swords game with the player superimposed on the screen in line form similar to the "Super Spy" format. Fast action, the usual excellent colourful graphics generated by the Neo Geo system makes "Crossed Swords" probably one of the best software packs released on the system to date. Initial test reports provided by SNK and other selected

distributors who have been testing the game indicate SNK certainly have a winner with this one.

"Legend of Success Joe" was an unknown quantity with no test reports available. However, the game certainly appears to have all the ingredients for another successful product.

Another exciting game nearing completion is "Baseball 2020", in which two teams, one male and one female, compete for the world champion baseball competition held in the year 2020. Excellent graphics, realistic game play and superb action is guaranteed to make "Baseball 2020" a definite winner. In fact some distributors commented that in their opinion this game would be the highest selling cartridge since the system was introduced last year.

Eddie Cochrane was privileged to receive a conducted tour of the SNK R & D facility and view several of the new games under development.

He commented that he was absolutely amazed at the technological level of the SNK R & D teams.

Each team called "Cells" work on separate projects with at least 11 Cells working independently on a particular game and design. Each "Cell" is controlled by a team leader with as many as 12 programmers in each unit.

Many of the games under development are 6 - 12 months away from release and at this stage many are also un-named. However, some imminent future releases include "Robo Army", "Fatal Fury", "Power Kick", "Power Bowl", "King of the Monsters II", "Sengoku II" and "Last Resort". These games will all be released during the course of this year. There are other games which may be completed ahead of their scheduled development stage and may be released during the same period.

However, one thing is sure. With the product line up of games under development, those nearing completion and new games now in production for release within the next couple of months the Neo Geo system is assured of a bright and continuing successful future.

All Neo Geo Products are marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.

NEO GEO WARNING

Under the terms of an Agreement between SNK Corporation of Japan (SNK) and Coin Cascade, SNK has given Coin Cascade the exclusive right to distribute "Neo Geo" hardware and software within New Zealand.

Coin Cascade is also entitled to enforce the copyright of "Neo Geo" and any person, firm or company who shall attempt to import, sell, let or hire Neo Geo hardware or software without the consent of the Copyright Owner may be subject to legal proceedings without notice.

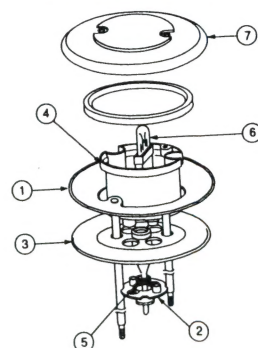
This warning applies to "Neo Geo hardware and software which is coin operated or designed for consumer use and converted for coin operation.

Williams Pinball Parts

Description	Cost
Pinball 7 digit display	\$95
Pinball feet complete	\$10
Pinball front door lock / bracket	\$25
Pinball cash box	\$50
Pinball bulbs - standard	\$7 pk 10

Item	Description	Price
1	Bumper Ring Assembly	\$12
2	Bumper Base	
3	Bumper Wafer	\$5
4	Bumper Body	\$8
5	Spring	
6	Socket and bulb	
7	Bumper cap	\$10
8	Coil	\$20

Jet Bumper Assembly



INLAND REVENUE TE TARI TAAKE

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12 July 1991

The Amusement Operators
Society of New Zealand (Inc)
P O Box 14-165
HAMILTON

Dear Sir

Further to our letter of 31 May 1991, we have now examined the issues surrounding the possibility of zero-rating services provided by coin-operated amusement machines.

The situation your industry is in is similar to those businesses which find themselves in a position where it is difficult to raise prices. For example, revenues from parking meters, coin-operated pool operated tables and other coin-operated machines.

As you will be aware, the only provisions for zero-rating have been in cases of goods and services for export, financial services and the first supply of fine metals.

In this respect, it has been deliberate government policy to resist zero-ratings and exemptions.

In the circumstances it would not be appropriate for the Department to lend support or otherwise to your suggestion.

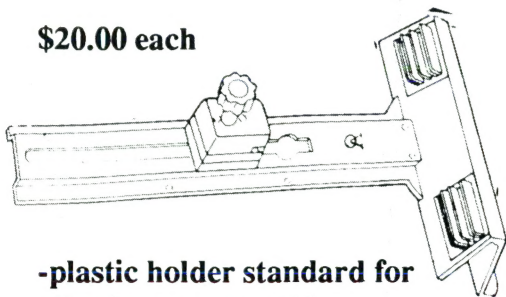
Thank you for your letter and background information.

Your sincerely

P H J Nota
Manager (Business Tax)

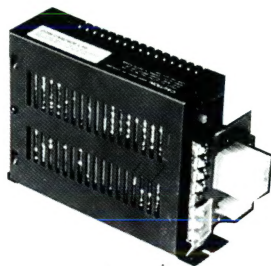
PCB HOLDER

\$20.00 each

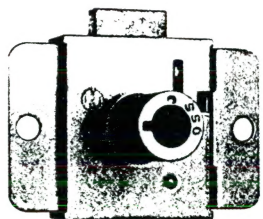


-plastic holder standard for
all coin cascade cabinets

- 15Amp with Subboard
- low noise and ripple
- \$100.00

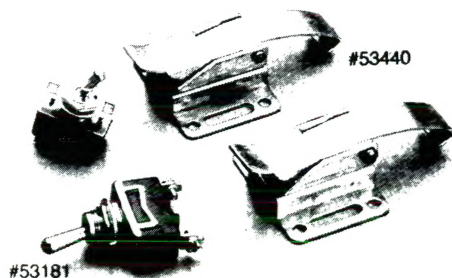


CABINET DOOR LOCKS



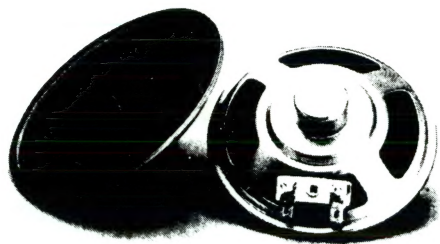
\$14.00 each

FIXING PLATE \$8.50



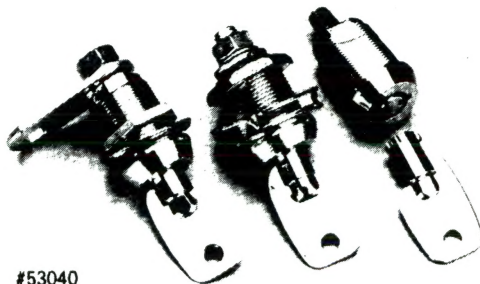
MAINS SWITCH \$3.00

SPEAKERS



\$20.00 each

LOCKS \$11.00 each

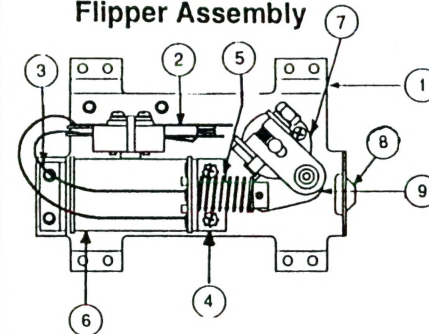


ADD GST TO ALL PRICES
QUANTITY DISCOUNTS AVAILABLE

Williams Pinball Parts

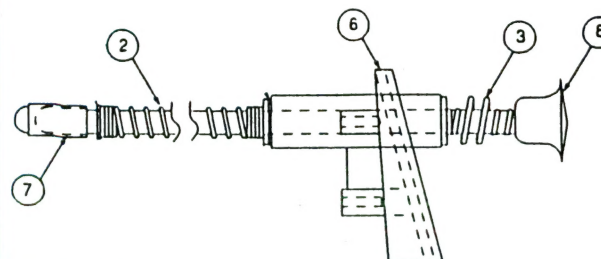
Item	Description	Cost
1	Flipper base Assy	\$18
2	End of Stroke Switch	\$13
3	Coil Stop Assy	\$8
4	Coil Bracket	\$8
5	Coil Plunger Spring	\$3
6	Coil	\$35
	Coil Sleeve	\$2
7	Coil bushing	\$6
8	Bumper Plug	-
9	Pawl Assembly	\$40
	-Flipper Crank	\$8
	-Flipper Link	\$3
	-Flipper Link assembly	\$15

Flipper Assembly



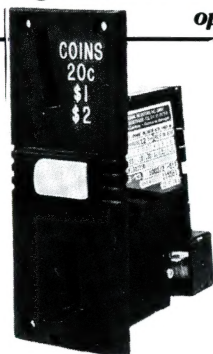
Item	Description	Price
2	Shooter Spring	\$5
3	Rod Spring	\$4
6	Shooter Housing	\$50
7	Rubber Shooter Tip	\$1
8	Rod Assembly	\$30

Ball Shooter Assembly



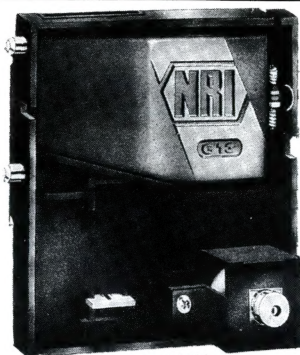
NRI - Excellence

In just 6 months the NRI Electronic coin mechanisms have created a New standard for the 21st Century Operator. Forget about those other brands, NRI is the best, just ask any operator who uses them.



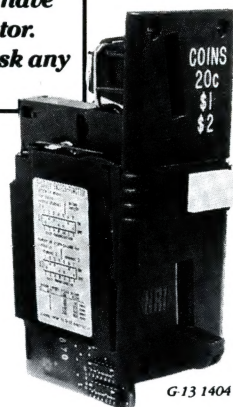
G-13 1002

\$295



G-13 0004

\$295



G-13 1404

\$385

- Tokens accepted, so you can organise promotions at any location.
- Compact size fits most machines.
- Easy to fit — just snaps into position in place of mechanical acceptors.
- Takes money fast!
- G-13 0004 model interchanges with series 10/100 type used on most pinballs and Coin Controls doors.
- Quick, sure ways to react against foreign coins or slugs with German-made precision.
- Two bandwidths provides sure control of critical coins.

- Easy bandwidth selection by one switch — instant security against slugs.
- No special power required — just connect to standard 12 volt supply in your cabinet!
- All models are Spark Proof
- Interface Board Supplied FREE

FUNCTION:	G-13.1002 NRI	G-13.1404 NRI	Sentinel Coin Controls	Mars MS III	SM 101 Star Mech
On board crediting	No	Yes	No	No	Yes
Connects to external credit board	Yes	Yes	Yes	Yes	No
Coin counter drivers	No	Yes	No	No	Yes
Number of channels available	6	6	4	4 or 6	3
Programmable for new coins or tokens	All LAI Offices	All LAI Offices	Unknown	Unknown	Unknown
Coin entry	Top	Top	Front	Front or Top	Front

NRI Metal Mounting Plate

Allows easy conversion from Series 1 mechanisms fitted to older model Lowboys to Electronic NRI Coin Mechanisms



"THE TRUE PROFESSIONAL"

An example of how a truly professional operator from the U.S. reacted to what I consider to be the best game to hit the market in the last five years, including Double Dragon W.W.F. and Final Fight, gives us some food for thought. The game I am of course talking about is the magnificent Streetfight II by Capcom.

After purchasing S.F. II from the first shipment to arrive at his friendly local distributor our operator promptly installed this latest investment in one of his best sites. Fairly standard practice at this stage. The first week's take was excellent, the second week was even higher, a fairly rare occurrence with any game. At this point the operator decided to revert back to his fortnightly collection pattern.

Twelve days later 2 am Sunday morning the phone rings. It is the site owner demanding that a technician come and fix his streetfighter II.

At this point my personal reaction would be tough luck, how did you get my home number and goodnight. Not so our interpid American. he gets out of bed and fronts up to fix the game.

The problem was an overflowing cash box!

He was in a daze and it wasn't the lateness of the hour. \$850 in twelve days: a staggering amount. He and his tec were to get very little sleep for the next 48 hours, 'strategy' to get every available cabinet off the sites and into the workshop to make them S.F. ready. His tec was promised a free S.F. for his dedication such was the value he placed on getting these games out on the street and earning money. He says S.F. II has increased his site earnings by a massive 50%.

I take my hat off to this man for his professionalism which flies at odds with many a local operator who when queried on the earnings of his latest purchase a week or so after the fact says he doesn't know yet as it's still sitting on the shelf, he'll get it out there sometime soon.

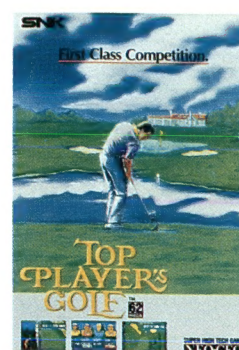
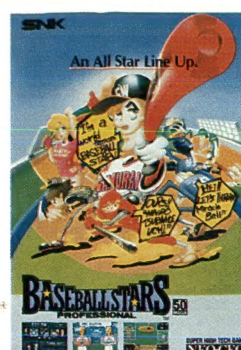
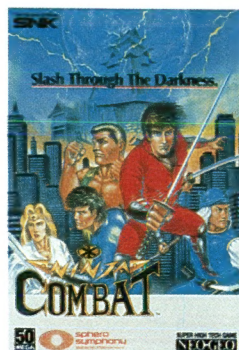
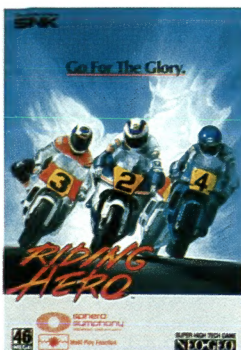
Times are tough out there now and that applies to our business as well as everyone else "what also applies to us possibly more so is the old addage, you've got to spend money to make money". The operator who doesn't take advantage of the hottest new games is only short charging himself.

A final word on S.F. II from our American friend.

"If you don't have any get some"
"if you have some get more"

Mike De Ruyter





COMPANY PROFILE

DAVID SNOOK

EURO SLOT MAGAZINE

SNK is one of Japan's great innovators. Under its President Eikichi Kawasaki (below) the company has challenged the giants in the field of major dedicated and consumer games.



Taking on

ALTHOUGH it has been around for 15 years, the SNK Corporation has shot to prominence on the international scene only in the past couple of years, with a string of video game successes including Mechanised Attack, Beast Busters and the multiple game system Neo-Geo.

It is in the latter area that the Osaka-based company is directing its ambitions, making a serious attack on the market currently dominated by Nintendo's PlayChoice-10 system which is also being challenged by Sega with its Mega-Tec System.

The contest between three powerful companies in what is proving to be—for Nintendo at least—a lucrative market, is certain to create considerable interest in Europe, potentially its principal battleground.

In the case of SNK, its 16-bit technology and a great deal of creativity is at the basis of its system and like its two competitors, the development is the result of major investment in the consumer games business.

Eikichi Kawasaki, President of the company, has strong views on the potential of his products in the new Europe, so much so that he has decided to open a European office, probably in Frankfurt, to handle sales of both its consumer and arcade products, working closely with its established distributors there.

"Europe is a major new market

opening up," he said. "It is already the second largest video games market in the world, after the US, and it is going to increase in size still more with the EC single market and the potential of the eastern European countries.

"We will continue with the practice of utilising distributors in each country and we expect the Neo-Geo system to provide us with the basis

The arcade upright Multi-Video System as it is distributed in Japan.



SNK OF JAPAN

the giants

of a far stronger business in Europe."

He said that currently, the US took up 30 per cent of SNK's production and Europe just 10 per cent, which he said indicated the degree of potential which was there.

The company has always been a software developing concern. It has 250 employees and is an independent, privately-owned company with corporate headquarters in Osaka and offices in Tokyo, Chiba and Fukuoka. Research and development is in Osaka. It has a subsidiary company, the SNK Corporation of America, based at Sunnyvale, California, which looks after the American market.

There are currently many games for the Neo-Geo system, including Top Player's Golf, Baseball Stars, Cyber-Lip, Ninja Combat, SuperSpy, Riding Hero and the new games, Puzzled and League Bowling. Mr. Kawasaki said that it was the policy of the company to produce up to 20 new games for the system each year and "mother" boards were being marketed now so that the games could be used as slot-in single unit, four games or six-games in presentation.

The Neo-Geo rental system is its unique challenge for the consumer games business. SNK is going along a slightly different route from that of its main competitors in the consumer business and it enables it to offer players the opportunity to take home the same high quality graphics which are available in coin-operated

arcade games. It uses a high speed CPU and large ROM capacity and adds a programmable sound generator to its FM sound source. There are seven different pulse code modulation sound sources and the overall effect is quality visual and audio graphics.

It can be rented in retail shops and arcades and comes in a special pack to include all the accessories and controllers. All the player has to do is rent the game cartridges they want to go with it.

One important innovation which SNK is introducing is the networked memory card. This slots into both the home game and into arcade games so that the player can download his game into the card and resume play in the arcade or at home whenever he wishes. This enables the development of long-play theme games and role-playing games. One card can hold up to 27 different games.

The company views this interaction between arcade and home as an

important new aspect of the amusements industry which effectively widens the base of the business. Mr. Kawasaki was keen to point out that the two formats should interface naturally, encouraging players to utilise the facilities of both rather than taking the view that one form of video game can inhibit the progress of the other.

